



COMBINED OPERATIONS

SATURDAY 10TH & SUNDAY 11TH MAY 2025

ROYAL BRITISH LEGION, LEIGHTON BUZZARD

Greetings Princes,

Twisted Titanicus welcomes you to **COMBINED OPERATIONS 2** - A 2-day, 4-game doubles event pitting 3000pt battlegroups against each other in glorious engine war!

Each round will have a generous 4-hour time limit and will be interspersed with spot-prize giveaways. On top of this, each player will also receive an exclusive Twisted Titanicus swag-pack as part of their entry fee.

EVENT TIMETABLE

DAY 1

0830-0915: Registration

0930-1330: Game 1

1330-1430: Lunch & Best Painted Voting Round 1

1445-1845: Game 2

DAY 2

0930-1330: Game 3

1330-1430: Lunch & Best Painted Voting Round 2

1445-1845: Game 4

1900: Results & Awards

BATTLERGROUP SELECTION

Teams must select a 3000pt matched play Titan Legio Battlegroup or Knight Household Battlegroup using the rules published in the Adeptus Titanicus Matched Play Guide, Traitor & Loyalist Legios and Campaign Compendium.

Each player's half of the team list must form a fully legal 1500pt battlegroup and both players must have the same allegiance.

Lists are to be submitted for review to twistedtitanicus@gmail.com by **midnight on Wednesday 30th April 2025**.

Crusade Legio Battlegroups are permitted at this event.

Titans of Legend are not permitted at this event.

Princes Traits/Knightly Qualities

Princes Traits and Knightly Qualities are to be selected at list creation and will be locked in for the duration of the event. Each maniple within the team Battlegroup must have its own Princes Seniores with their own trait. Each Princes Seniores **must** have a different trait, duplicates are not permitted.

For the avoidance of doubt, this means that as a team you may only take Dominant Strategist once, so remember to communicate with your partner when you are creating your overall Battlegroup list.

Warmaster/Iconoclast Titans

Currently, the Warmaster chassis' have locked loadouts and as a result they are not commonly used. We would like to see that change, so at Twisted Titanicus we have introduced a house rule at our events that will allow you to mix and match arm weapons and choose between the carapace options.

To save you having to buy a whole new titan, handily Battle Bling offer a range of suitable counts -as options available [here!](#)

If you opt to do this, please ensure that you manually edit your battlegroup list accordingly to reflect the appropriate points and loadout changes, and that those changes are clear and obvious before submitting your list for checking.

In addition to the above house rule with regards to loadouts, we have also introduced the following maniple for you to use a Warmaster/Iconoclast Titan in:

HEAVY MANDATUM BATTLELINE MANIPLE

Mandatory Components

- One Warmaster or Iconoclast Titan
- Two Warhound Titans

Optional Components

- Two Warhound Titans

Maniple Trait

Pack Master: As long as a Warmaster/Iconoclast Titan from this maniple is on the battlefield, Warhound Titans from this maniple add 2 to the result of any Command check made when issuing Orders. In addition, Warhound Titans from this maniple add +1 to the Hit rolls for attacks made against units within 12" of a Warmaster/Iconoclast Titan from this maniple.

Warbringer Nemesis Titans

Warbringer Nemesis Titans receive free Tracking Gyroscope upgrades at Twisted Titanicus events, meaning their carapace weapons may choose targets within their Front Arc.

Psi Titans

Loyalist Teams are only permitted to take a single Psi Titan as part of their battlegroup, regardless of if they are taking a Titan Legio or a Knight Household list. Psi Titans will also count as a separate set of Legio rules and provide an additional 2SP to the opposing player.

Vortex Missiles

Loyalist Teams may take a maximum of two Vortex Missiles as part of their team battlegroup. For the avoidance of doubt, this means two in total, not two per player. All other requirements for taking Vortex Missiles must still be met as per the GW FAQ May 2022, and those requirements are per player and **not shared across the team.**

- **EXAMPLE:** Player A has 1 maniple in their player battlegroup and Player B has 2 maniples in their player battlegroup. Both players have Reavers as part of their maniples. This means that Player A could take 1 Vortex Missile OR Player 2 could take 2 Vortex Missiles OR both players could take 1 each.

If however, Player B's maniples did not contain any Reavers, they could not legally field any Vortex Missiles, meaning that Player A is the only player on the team who could, and could only take a single warhead due to only having a single maniple in their player battlegroup.

Dark Mechanicum Stalker Constructs

Dark Mechanicum Stalker Constructs are only available to be taken as part of a battlegroup by Traitor Teams.

They are not classed as knights and so therefore cannot be used to form a Household Battlegroup Lance. A single banner may be taken as reinforcements for each Lance in the battlegroup.

They may only be taken as reinforcements for Titan battlegroups and are limited to two banners per Titan maniple.

Acastus Knights

Teams who are taking a Titan battlegroup are permitted to take a total maximum of two banners of Acastus Knights as auxiliary banners.

This may be two banners of Questor Imperialis Acastus OR two banners of Questor Mechanicum Acastus OR one banner of Questor Imperialis Acastus and one banner of Questor Mechanicum Acastus.

Crusade Legio Wargear: Diabatic Warheads

Each player is permitted to upgrade a maximum of **two** engines in their battlegroup with Diabatic Warheads.

Crusade Legio Wargear: Blind Missiles

Each player is permitted to upgrade a maximum of **two** engines in their battlegroup with Blind Missiles.

Crusade Legio Wargear: Autoloaders

Each player is permitted to upgrade a maximum of **two** engines in their battlegroup with Autoloaders.

STRATAGEMS

Each team must create a *Stratagem Hand* of **12** stratagems to be used at the event which must be noted on their battlegroup list as per the Adeptus Titanicus Matched Play Guide.

Teams will receive **8** *Stratagem Points* to use per game, plus an additional **2** *Stratagem Points* for each different set of Legio rules their opponents are using. Psi Titans will also grant an additional **2** *Stratagem Points* to the opposing team.

Players may choose from any applicable stratagems published in the main Adeptus Titanicus rulebook, Adeptus Titanicus Matched Play Guide, Traitor & Loyalist Legios books or the Campaign Compendium books. Each stratagem may only be selected once per team, unless stated otherwise in the stratagem description (e.g. Iron Resolve or Veteran Princes). This restriction also includes Tertiary Objectives and Battlefield Assets.

Knight Household lists must choose from the Knight Stratagems only. They cannot use Titan Legio Stratagems.

Stratagems printed in White Dwarf are not permitted to be used.

FAQ & ERRATA

We will be using any official FAQ & Errata document published by Games Workshop up to **Wednesday 30th April 2025**, along with the Twisted Titanicus Unofficial FAQ & Tournament Guide. Any official FAQ & Errata published after this date will be used at the TO's discretion.

The current version of the Twisted Titanicus Unofficial FAQ & Tournament Guide is available to download from:

<https://www.twistedtitanicus.co.uk/resources>

MISSIONS

Games will take place on 6x4' tables and as such we will be using deployment maps modified from those found in the Adeptus Titanicus Matched Play Guide during this event.

The primary and secondary objectives in use are also taken from the Adeptus Titanicus Matched Play Guide. Teams may select their Primary Objectives from the below list, but **each primary and secondary objective may only be chosen once.**

PRIMARY OBJECTIVES	
Secure & Hold	Seize The Quadrants
Hold The Line	Honour Thy Forebears
Push Forward	Asset Protection
Salt The Earth	Defend & Extract*

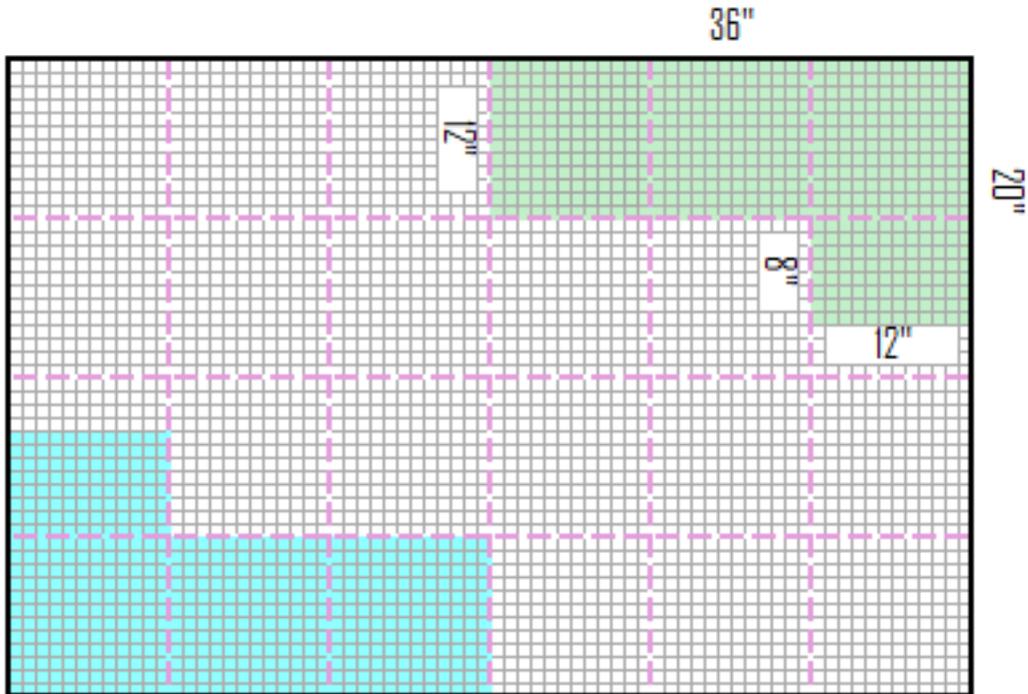
*Replace the last sentence of paragraph 3 with "In addition, a marker must end its move at least 5" from any battlefield edge"

Please make sure that you list the missions you have selected for each game on your score sheet.

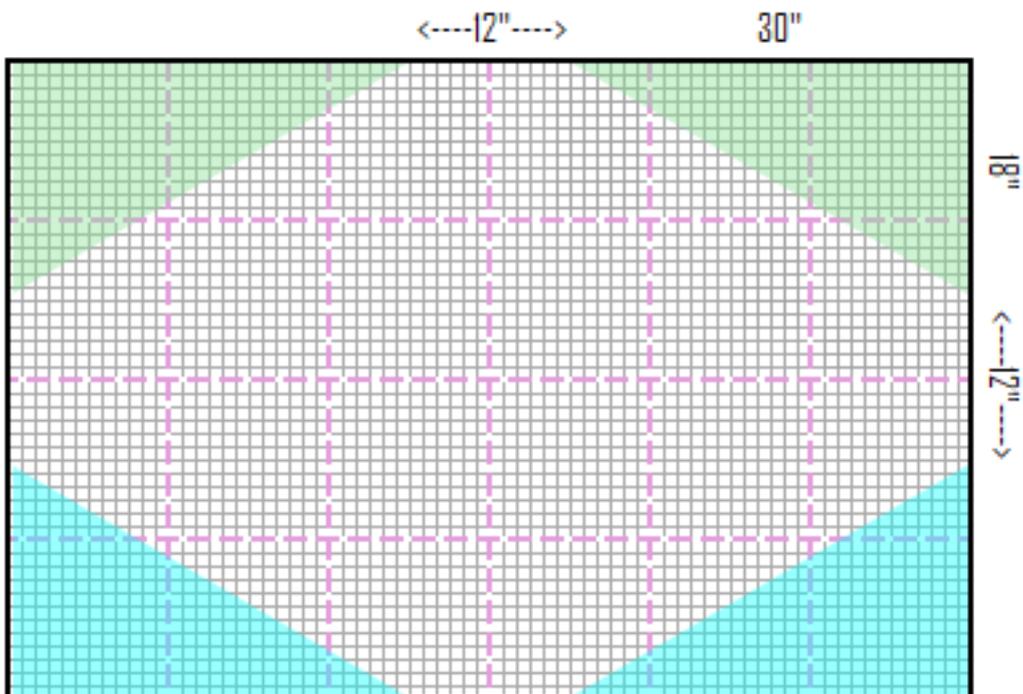
Any tertiary objectives chosen as part of your Stratagem Hand may only contribute towards achieving maximum points for your secondary objective as per the Adeptus Titanicus Matched Play Guide.

DEPLOYMENTS

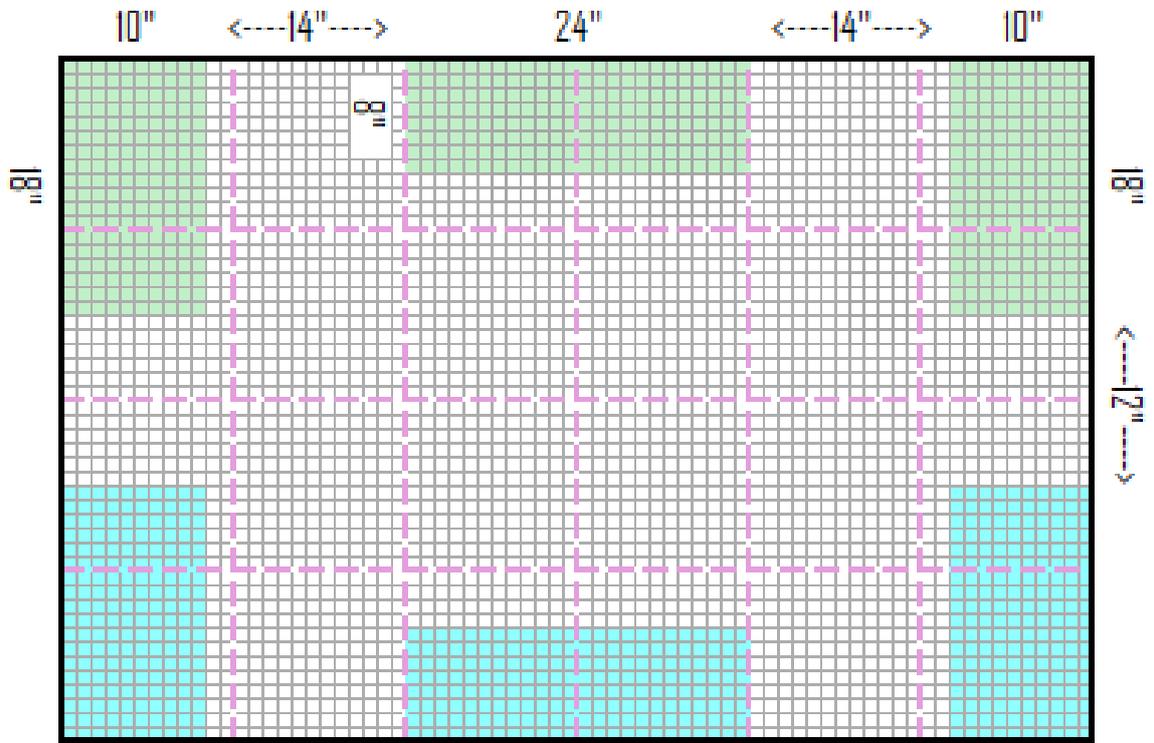
The following modified deployment maps from the Adeptus Titanicus Matched Play Guide will be used during the event:



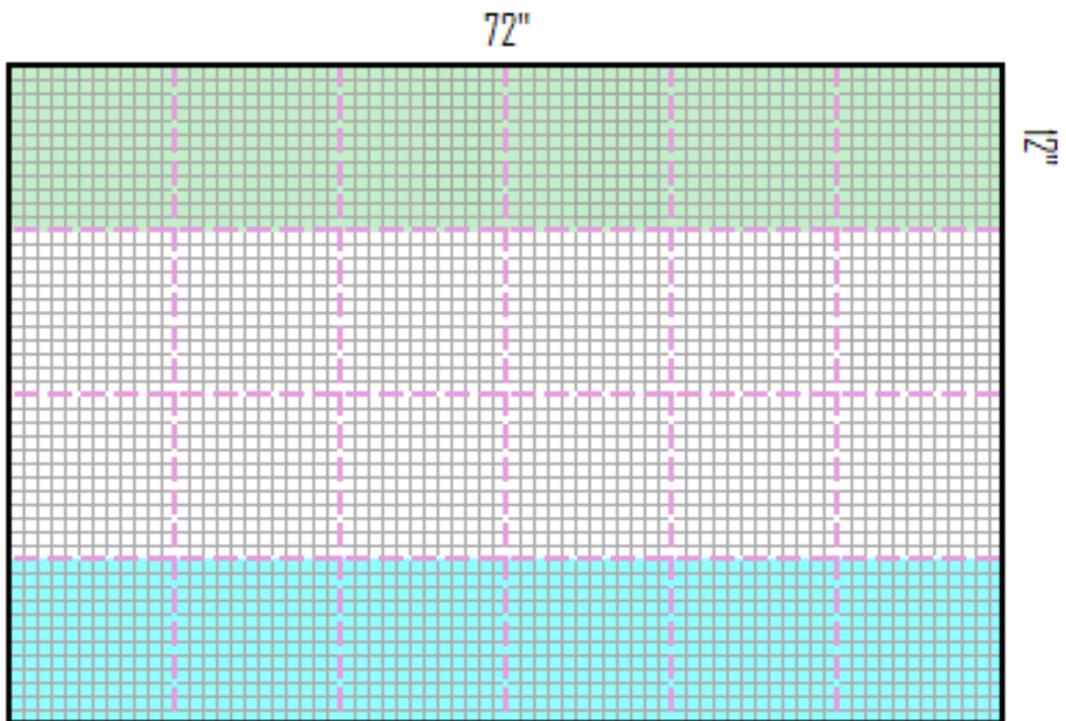
GAME 1 - STAGGERED FRONT



GAME 2 - FLANK ENGAGEMENT



GAME 3 - ANCHORED CENTRE



GAME 4 - LINE OF BATTLE

SCORING

Mission scoring will be as per the Team's selected primary and secondary objective parameters, with an additional 50VP for a win, an additional 25VP for a draw and an additional 5VP for a loss.

As stated above, tertiary objectives can be used to help score maximum points on your chosen secondary objective, however they are only able to contribute a maximum of 5VP towards this, regardless of if they could potentially score more.

It should also be noted that as tertiary objectives are part of your Stratagem Hand, to score them you will require sufficient stratagem points left at the end of the game to be able to use them. If you have insufficient stratagem points remaining, then you will not be able to claim the tertiary objective.

We will also be keeping an individual player tally of all engine kills throughout the event so make sure to mark them down on your score sheet.

PAINTING AND MODELLING

Whilst it is anticipated that your battlegroups will be decked out in their full panoply of war, we understand that constant repair and resupply means that may not be the case!

Whilst there is no requirement to field a fully painted battlegroup, please make sure your units are at least assembled and base coated.

Conversions and counts-as weapons are welcome (and encouraged if you're going to run a corrupted Traitor Legio!), but please go through any converted/3rd party weapon loadouts with your opponent before the game starts.

The same goes for any of your titans placed on scenic bases. Occasionally these bases can grant unintended advantages/disadvantages to players regarding Line of Sight. Please discuss and agree on a mutually acceptable method of determining LoS to/from any affected models prior to beginning the game.

PRIZES

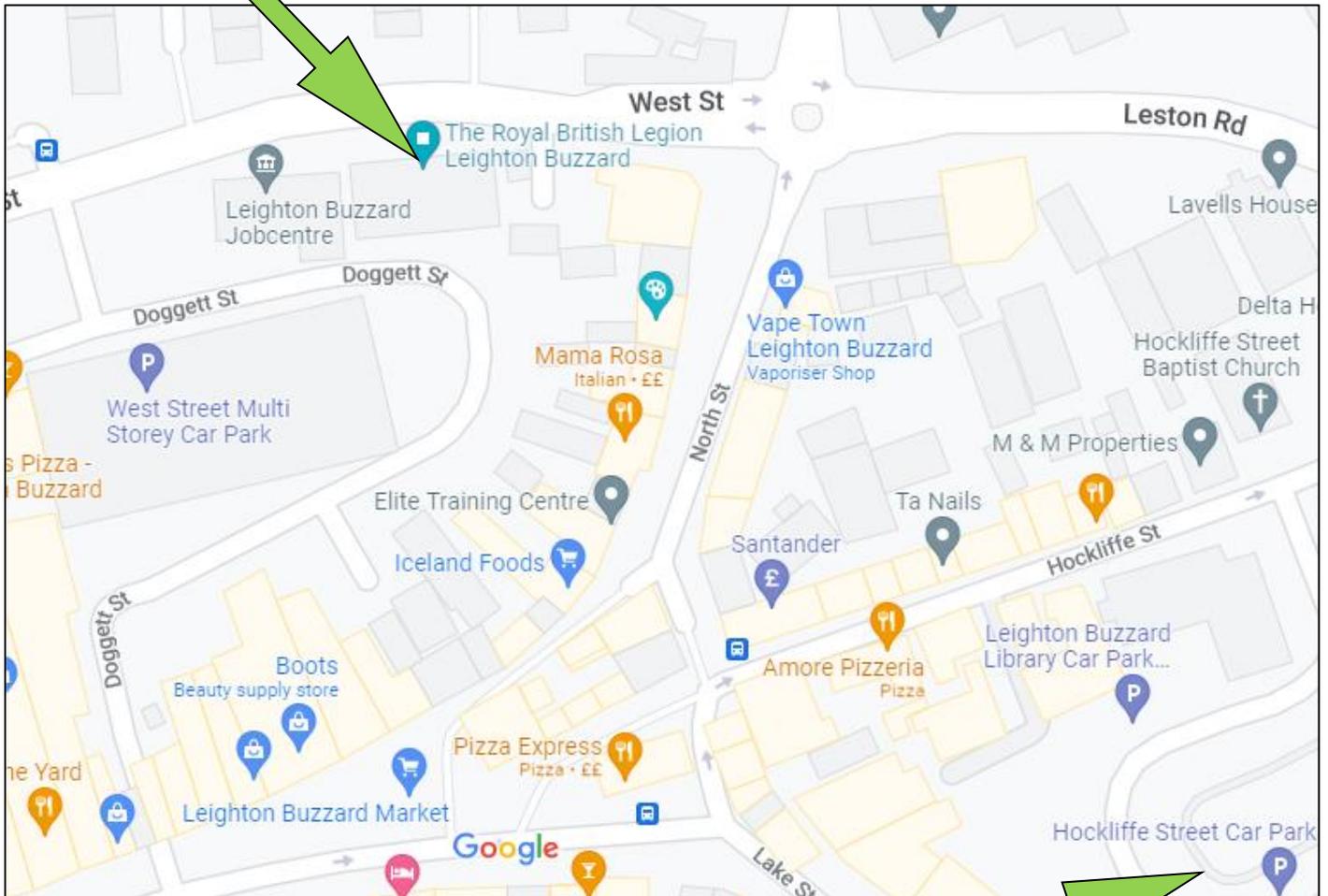
Prizes will be awarded to the 1st, 2nd and 3rd placed teams, best painted battlegroup and the best individual Loyalist and Traitor players.

There will also be spot-prize giveaways over the course of the weekend which will be triggered by "Titanicus Moments" during the rounds.

THE VENUE

COMBINED OPERATIONS 2 will be held at:

The Royal British Legion
Bossard Hall
West Street
Leighton Buzzard
Bedfordshire
LU7 1DA

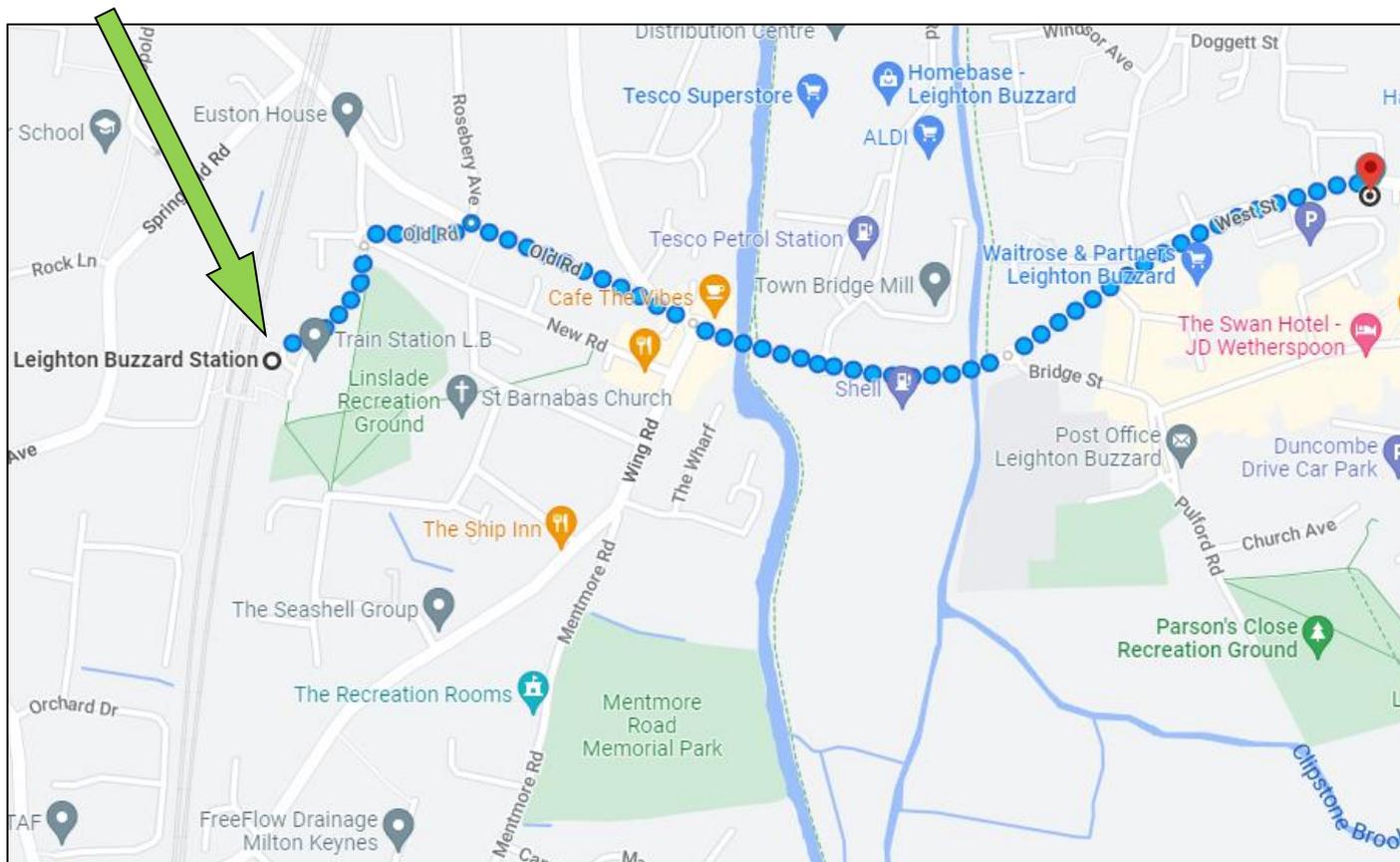


We recommend parking in the Hockliffe Street Car Park if travelling in by car as parking is plentiful and it is only a 5 minute walk from the venue. This is an open-air pay & display car park that is accessible 24hrs a day.

You can also park in the West Street Multistorey Car Park next to the venue. **However, if you choose to park here be aware that the car park is closed and locked at 7:00 PM and you will not be able to retrieve your car until the next day. Twisted Titanicus accepts no responsibility for any vehicles that may get locked in if you fail to adhere to the car park opening hours.**

The event is also easily accessible by train, and Leighton Buzzard is served by the London North-Western Railway that runs between London Euston and Birmingham New Street.

Leighton Buzzard Train Station is a 15min walk from the venue.



ACCOMMODATION

As the event is a 2-dayer, unless you're reasonably local you'll likely need somewhere to stay the night.

Within Leighton Buzzard you have the following options

- A range of AirBNBs
- The Hunt Lodge (rooms from £68 per night / 12min walk from the venue)
- The White Horse (rooms from £76 per night / 10min walk from the venue)
- The Swan Hotel (rooms from £88 per night / 2min walk from the venue)

Then a 20min drive or 12min train ride north to Milton Keynes city centre you have the following options

- A range of AirBNBs
- Travelodge Milton Keynes Central (rooms from £44 per night)
- Travelodge Milton Keynes The Hub (rooms from £46 per night)
- EasyHotel Milton Keynes (rooms from £51 per night)
- Premier Inn Milton Keynes Central (rooms from £56 per night)
- Premier Inn Milton Keynes Theatre District (rooms from £56 per night)
- Leonardo Milton Keynes (rooms from £61 per night)
- Hotel La Tour (rooms from £66 per night)
- Holiday Inn Milton Keynes Central (rooms from £67 per night)
- Premier Inn Avebury Boulevard (rooms from £82 per night)

WHAT YOU NEED TO BRING

Please make sure that you bring the following with you:

- Your battlegroups
- Terminals, weapon cards & pips – **PLEASE NOTE THAT PHYSICAL TERMINALS ARE REQUIRED**
- Dice (including reactor, orders, location, scatter & D10s) & templates
- Tape measure
- x2 no. copies of your Battlegroup list
- x3 no 32mm objective markers
- Rulebooks
- A pen or pencil

We're looking forward to seeing you there. Any questions please email twistedtitanicus@gmail.com

A HUGE THANK YOU TO OUR SPONSORS FOR THEIR SUPPORT

